

Card Wars

The 2 player Tactical War game
That uses only a single deck of playing
cards!

The Rules

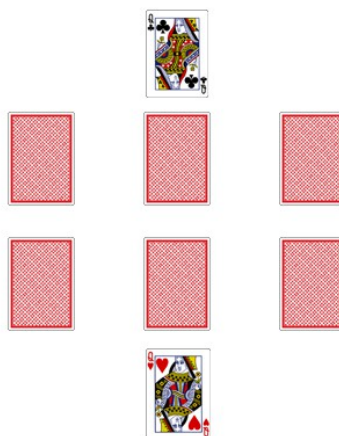
Card wars is a 2-player tactical war game that can be played with a single deck of cards. To explain a bit about the game, First, Go through the deck and separate the black cards with the red cards. Also Remove The queens and put them aside for now. You can remove the jokers as well.

- Separate Black and Red cards (Suit doesn't matter) Remove Queens and jokers.

Now the second step is drafting, but before you start drafting, You might want to take a look at different card types below. To draft, Each player goes through their deck(Either black or white) and chooses 9 normal soldier cards (4-10s, see card types). Remember, the higher the number, the stronger the card, but try not to lose your strongest cards(10s, 9s) early in the game.

- Each player goes through their deck, and selects 9 normal soldier cards(4-10s, see card types)

After each player chooses their cards, the players build their armies, called “piles”. Each player must make three separate piles face down, containing any number of cards (Although its recommended to separate them equally, 3-3-3). The top card is the one that will fight(and probably die) first, so positioning is also important! The queen is then placed face up in front of those piles, ready to take command! See demonstration below!



In the above example, we can see the set-up of both opponents, ready to start the battle!. An important thing to note, is that the queen is only there for fun and role-play reasons, and doesn't effect the gameplay at all!

Now all is left is for each player to shuffle their remaining cards, and then draw 5 cards on their hand, and the game set-up is complete! Now, onto the game!

Winning!

Winning the game is dead simple, you need to eliminate all three of your opponents piles!. How are we going to do that? Well...

What to do on your turn!

A turn is separated into two different phases. Phase 1 and Phase 2.

Phase 1

The top card of every pile is called the "Active Card". While its important to keep in mind what cards you have under it, the Active card is the currently most important card in the pile. In phase one, you have one action ***FOR EACH*** of your piles, you can do one of the following (So, in the beginning of the game, a total of three actions per turn! Its possible to get more piles later, read on!)

Attack!-Move/Invade!-Retreat!-Regroup! These can be preformed in any order you want! One Action per each pile!

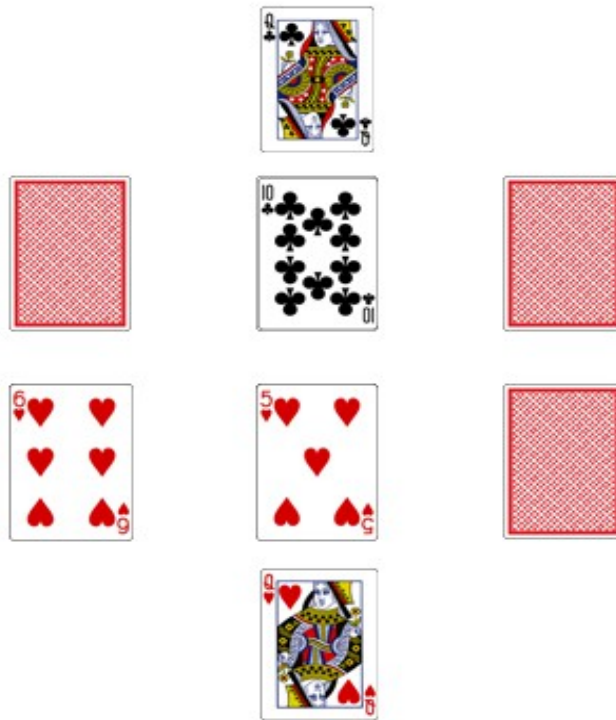
Attacking!

There are actually two ways to attack. Singular attacks and group attacks. Lets start simple. Singular attacks. Singular attacks is attacking using only a single active card. When using a normal soldier (Special cards, see special card section!) All you have to do is flip the card you wish to attack with face up(Unless its already face up, duh!). Then, select which pile of your opponents you want to attack. Then the card with the highest value wins! Easy! The surviving card stays face up no matter what! Only The Jack/Assassin(See special cards section) can ever flip back face down! The losing card is discarded and removed from the game! In case of a draw, BOTH CARDS DIE(Mwahahahaha). **THE DEAD NEVER COME BACK IN CARD WARS!**

Group attacking is attacking with 2 or more piles on a single enemy target. This is useful to take out a strong card (Such as a 10) that your opponent pulls out. Simply flip the cards face up(if they aren't already face up), and combine their value. Then, compare values. The highset card wins. However there are some disadvantages in group attacking(other then the obvious advantage, obviously)

- You lose all of the participating piles actions! This means that if you group attack with 2 piles, those piles cant do anything else(Since they BOTH attacked, which counts as 2 actions!)

- If you lose, or end up in a draw, **ALL GROUP ATTACKING CARDS DIE**. And even in a draw, you lose 2(or more!) cards, while the opponent only loses one!. Demonstrations Below!



In the above, The Red player has declared a group attack using his left and middle pile on the black players 10. $6+5 = 11$, so the red player wins! And the black 10 is discarded! However, Since the red player used a group attack, he only has one action left on his right pile before phase 1 ends!

General rules to remember about attacking

- Highest card value wins!
- In case of a draw, all cards die(Even in a group attack!!)
- A card is flipped face up when ever it attacks or is attacked. Once a card is flipped face up, it stays face up! (Unless its a Jack/Assassin! See special card section!)
- Group attacks are very risky on face down cards, as you might lose 2(or more!) cards! But it is useful to take out strong cards which are otherwise hard to beat.
 - Once a card is gone, its gone forever! No reshuffling the deck!

Moving!/Invading!

Moving is simple! Simply take the active card of the pile and put it as the new active card(the top card) in another pile!. Remember, if a card is face up, it stays face up, if its face down, it stays face down! There is no distance in the game, you can move to any pile! However remember that actions are counted towards piles, not cards. So...

Say its the beginning of your turn, and you have three actions. You want to move the active card of Pile A to Pile C. Once you do, then you lose one action, the action of Pile A. You STILL have an action for Pile B AND Pile C. This means that you can attack with the card you just moved!.

Moving is important if you want to protect a card (say a 10) from a group attack which you just KNOW your opponent is going to do! Move weaker cards in front of stronger cards to protect them from even STRONGER cards!

That's just the boring side of moving, what about INVADING!? OH YES!

Invading is simple! If you managed to completely destroy one of your opponents piles, and there is an empty space, then you can invade! Remember, invading costs an action, so you cant invade with the same card you attacked! To invade, simply move the active card from one of your piles into the empty space. This is now an invaded pile! Remember you can move more then one card to the invading pile if you have the actions for it! See below!

So for example. The start of reds turn. Red attacks Blacks Pile with PILE A and destroys the very last card! PILE A's action has been used. However, PILE B and PILE C have yet to be used. Red decides to move The active cards of both PILE B and PILC C to the invaded pile! This ends Red's phase 1, however, this gave red a new pile of 2 cards! So, (assuming it survives until the next round) Red has 4 actions next round, while his opponent only has 2!

Important Notes!

- Invaded piles can do anything normal piles can, however you cannot reinforce invaded piles!(See Reinforce, phase 2)

Retreating!!!

Nobody likes retreating, however, sometimes its a must! Retreating means that you take the active card of the pile and put it at the very bottom of the pile! This is useful to save strong cards, such as 10s and 9s, and let them fight another turn! When retreating, cards are not flipped! So if the card is face up, it stays face up. If its face down, it stays face down!. You cant retreat in a pile that only has one card!(DUH!)

Regrouping!

Remember in the beginning of this manual, I told you to draw a hand of five cards? Well we are finally going to use them! Regrouping means you change the current active card with another one in your hand. So, If you want to regroup PILE A. You take the active card of PILE A and put it in your hand, then place a replacement. Remember, the card face of the active card stays the same! If the card was face up, it remains face up! If it was face down, it remains face down! You can use regrouping to add special cards(Js) into your pile! You cannot regroup if you do not have any Soldiers in your hand(4-10s,J) though! Also remember that this is an action, so once you regroup a pile, you cannot do anything else with that pile!

Regrouping is useful to upgrade weak cards to better ones!

AND PHASE 1 IS OVER! I hope that was simple enough! ON TO THE (much simpler) PHASE 2!

PHASE 2

Phase 2 is the Recruiting/Charging phase! You can either choose to recruit OR charge! NOT BOTH.

Recruit

Recruiting means you place a new soldier card(4-10s,Js) face down onto any one of your three piles.(Only one card!) Remember, you cannot recruit on ANY invading piles! Weather they are your invading tiles or the opponents! Whenever you use a card, always draw a replacement one. You must always have 5 cards in your hand if there are any cards left! This is the only way to introduce new soldiers into the game, so Recruit often! (Well...except for the knight!)

Charge!!

Instead of recruiting, you can choose to charge! Charging means you get one extra singular attack from any pile! Remember, its a singular attack, so no group attacking in this phase! Charging is good to kick the opponent while he's down!

And thats it! All that's left is to explain the special cards!

SPECIAL CARDS

These Cards have different rules then other cards, so listen carefully!

2 / 3s (The booster cards)

2's and 3's are booster cards. Booster cards can be played at any time during an attack(Yours or your opponents!) to instantly improve your cards value! However, booster cards only work temporary and are discarded when used! 2 Gives an extra +2 to the cards value. And 3 gives an extra + 3! You cannot stack booster cards though! (Your opponent may counter your booster card with one of his own, however!)

Gives a +2/+3 value to a single card while attacking/being attacked. Is discarded after use, cannot be stacked.

King/Knight

Possibly the strongest and fastest soldier in the game, but also the stupidest. The Knight has a value of 10 and can be recruited at anytime during your turn and can be recruited on friendly invading piles too!, with no action costs! HOWEVER. The knight himself, refuses to do anything BUT attack. That means that once you place a knight on a pile, that pile cannot do anything except attack! Actually, it MUST attack. It cannot even accept recruits or moving cards from other piles! The knight also refuses group attacks! Each turn, if there is a knight on top of a pile, that pile MUST attack, and the knight MUST remain the active card. The only way to gain back control is for your opponent to kill the knight. So..

Can be recruited at any time on any pile(even friendly invading piles!), at no cost of actions

Has a value of 10

Must always attack and Must always remain the active card!

Cannot do Group attacks.

If a knight is recruited on a pile that has already done an action, then the knight will wait for the next turn before attacking.

Jack/Assassin

Unlike the Knight, The assassin is a cool, sly and stealthy warrior that is very difficult to kill. The Assassin can only be killed via a group attack. However, the Assassin himself has a value of 6, making him more of an annoying pest then an unbeatable warrior. Due to his cunningness, however, the Assassin Always wins draws! The Assassin also has to regroup or retreat every time he is flipped face up!, and is flipped back face down! This means once you finish a battle with the assassin(and he survives), you either Flip him back face down at the bottom of his current pile OR you take the assassin back into your hand, and place a card face down as a replacement (You can place the assassin himself again, or another card!)

- Has a value of 6

- Must be recruited normally, or via regrouping

- Cannot be killed via singular attacks, irrelevant of value. Can only be killed by a group attack of 7 or more (Or via Artillery, see below)

- Whenever flipped face up, the Assassin Must retreat or regroup face-down! At no cost of actions!

- Wins all draws!

Aces/Artillery

Ah the ace. The best card in almost every card game. Its in this one too! The ace is the Artillery! Artillery stays in your hand until it is used, just like booster cards. However, Artillery instantly kills ANY active card of ANY pile, regardless of value!(Even assassins!) Artillery is discarded upon use.

Artillery can be used on your turn during phase 1. Artillery CANNOT be used DURING an attack.

So thats it!